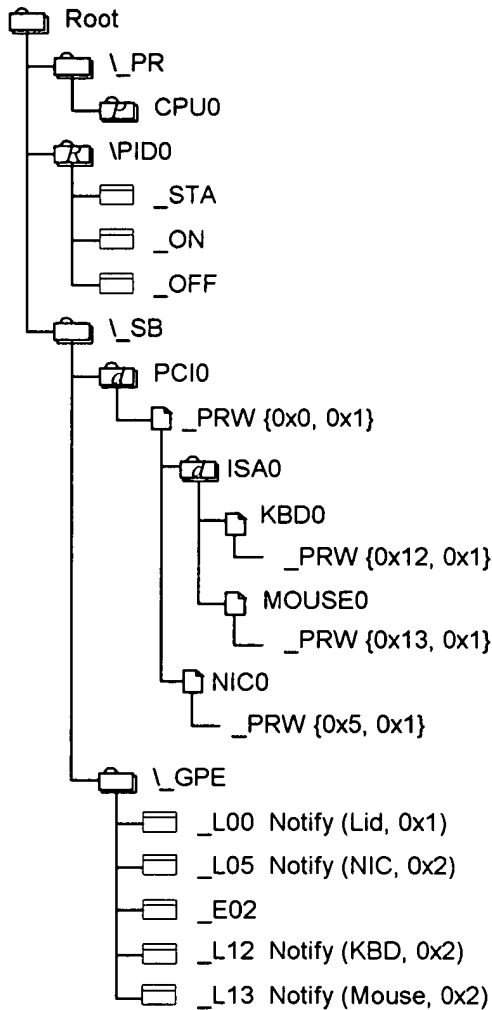


FIG. 2



- Processor Tree
- Processor 0 object
- Power resource for IDE0
- Method to return status of power resource
- Method to turn on power resource
- Method to turn off power resource
- System bus tree
- PCI bus
- Wakeup Capabilities
- ISO0 Devices
- IDE0 keyboard device
- Pin number, wakeup capabilities
- IDE0 mouse device
- Pin number, wakeup capabilities
- Network Card
- Pin number, wakeup capabilities
- General purpose events (GP_STS)
- Method to handle level-triggered Lid Switch Event
- Method to handle level-triggered NW Card Event
- Method to handle edge-triggered event
- Method to handle level-triggered Kbd Wake Event
- Method to handle level-triggered Mouse Wake Event

FIG. 3

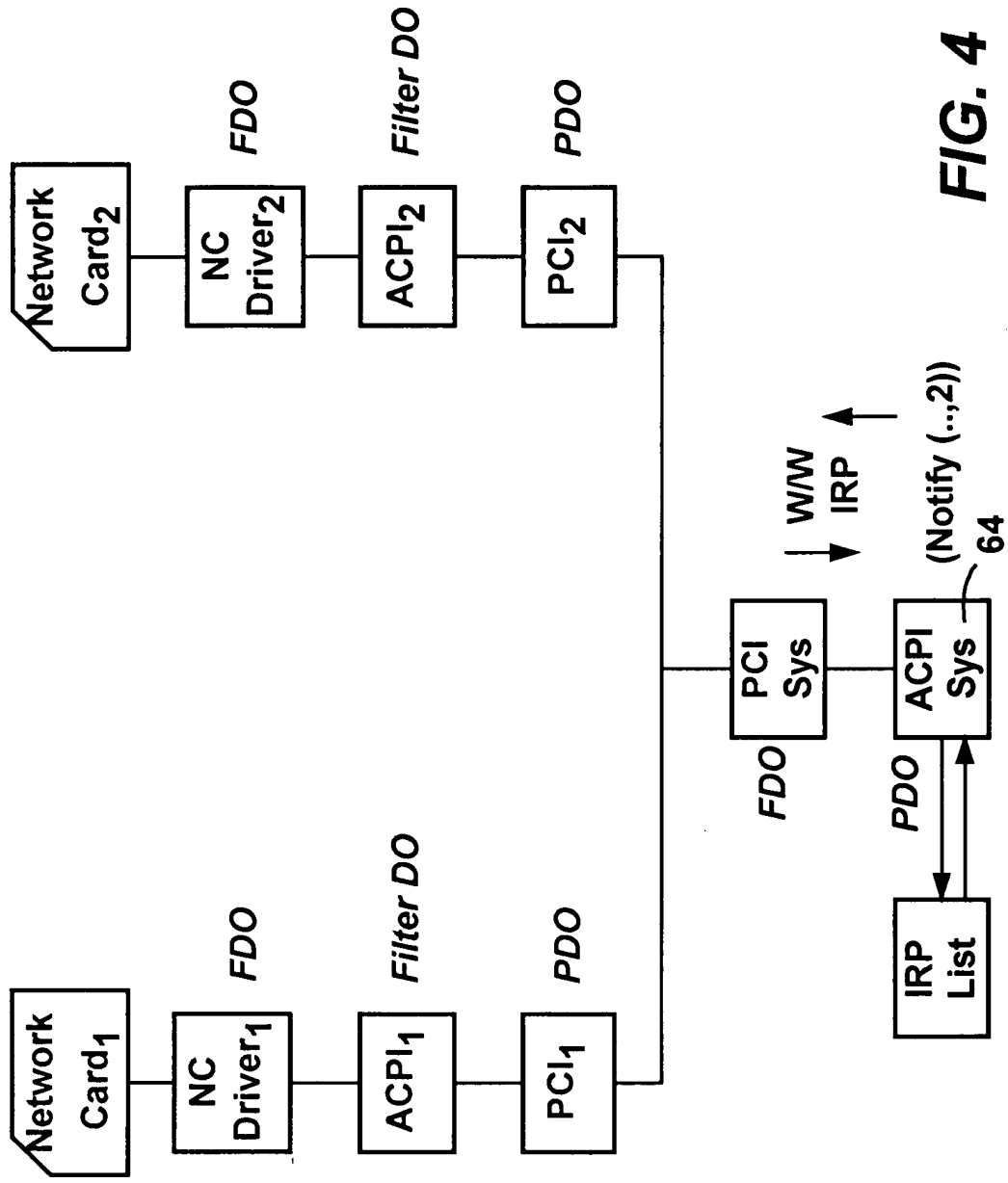


FIG. 4

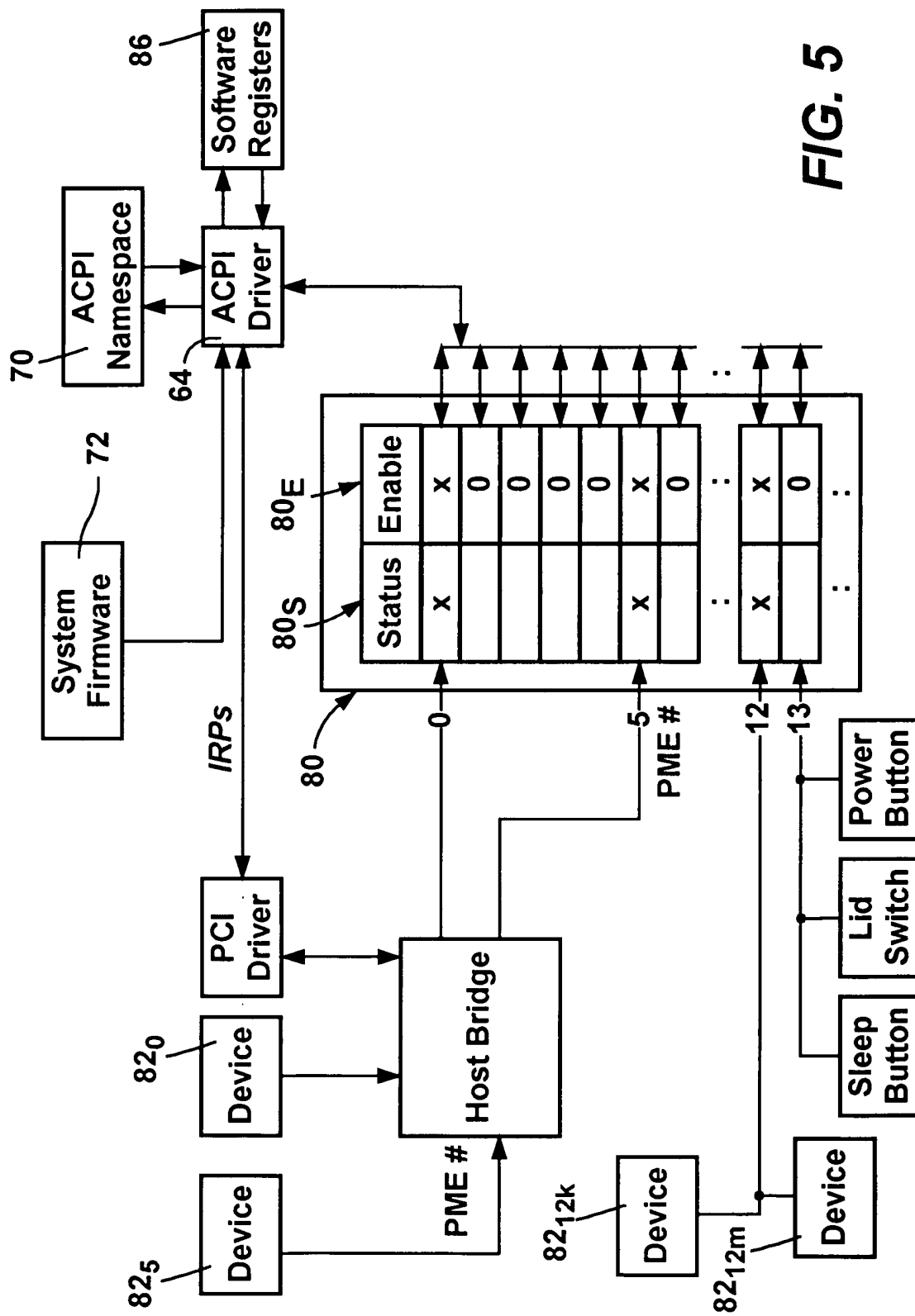


FIG. 5

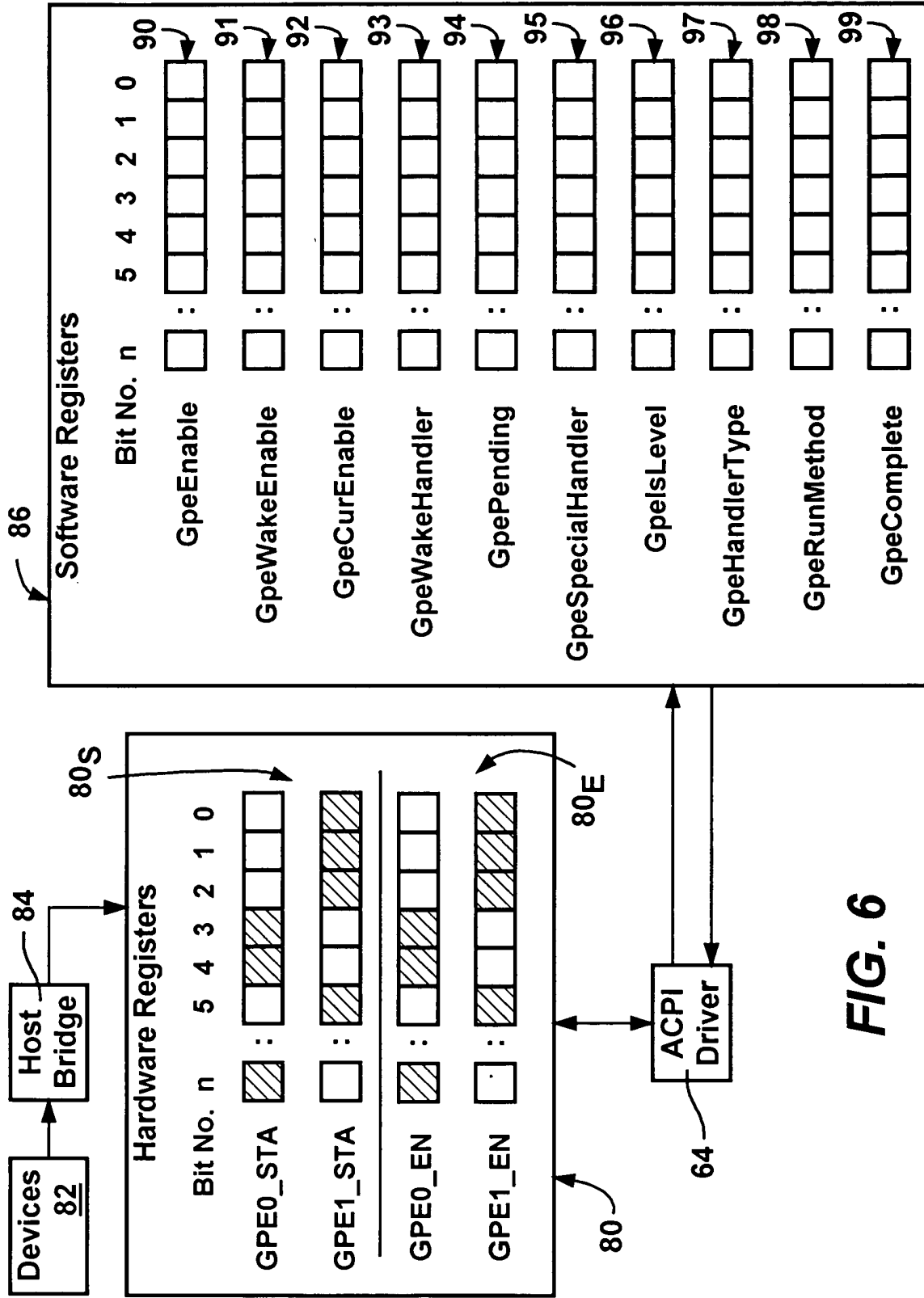


FIG. 6

FIG. 7

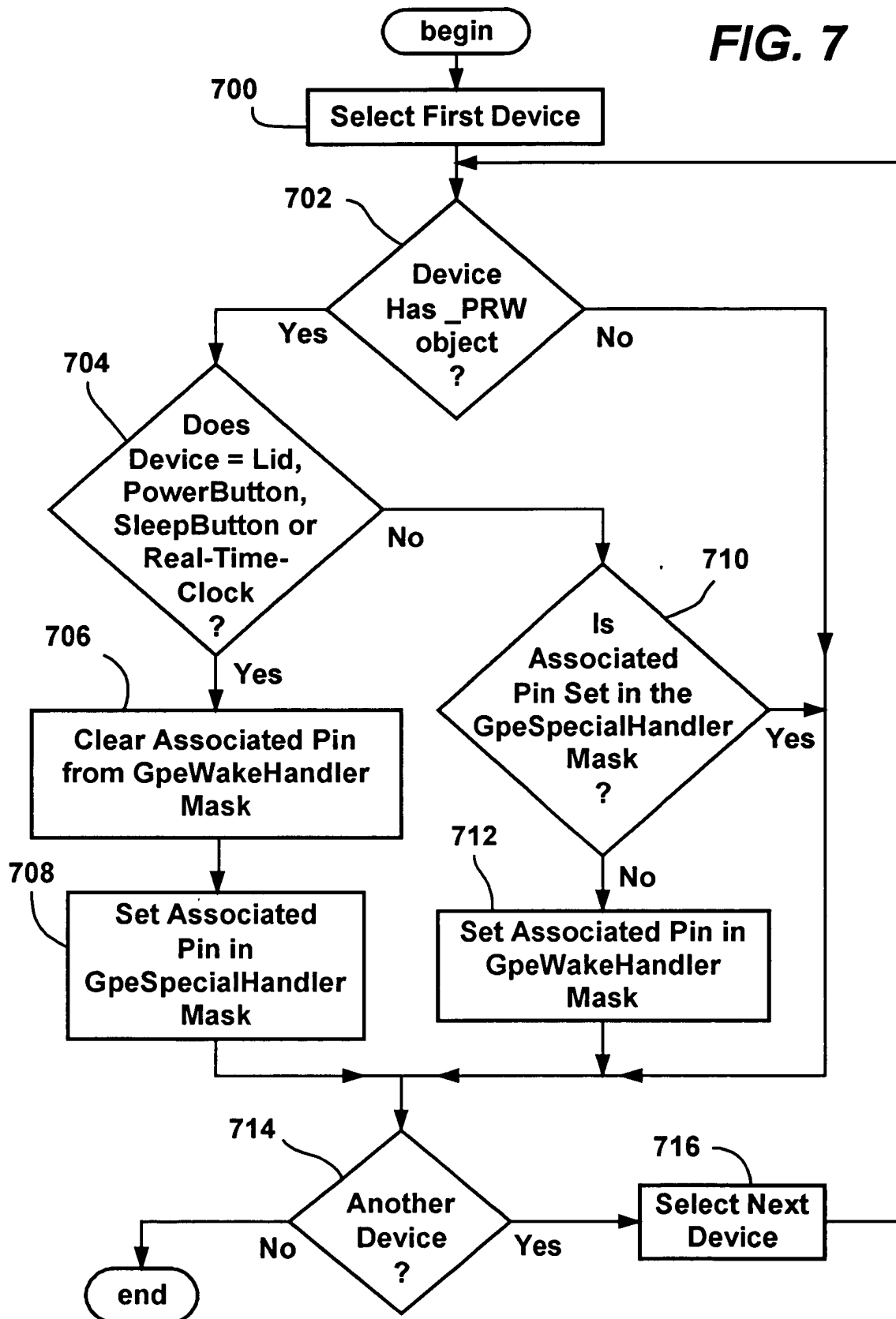


FIG. 8

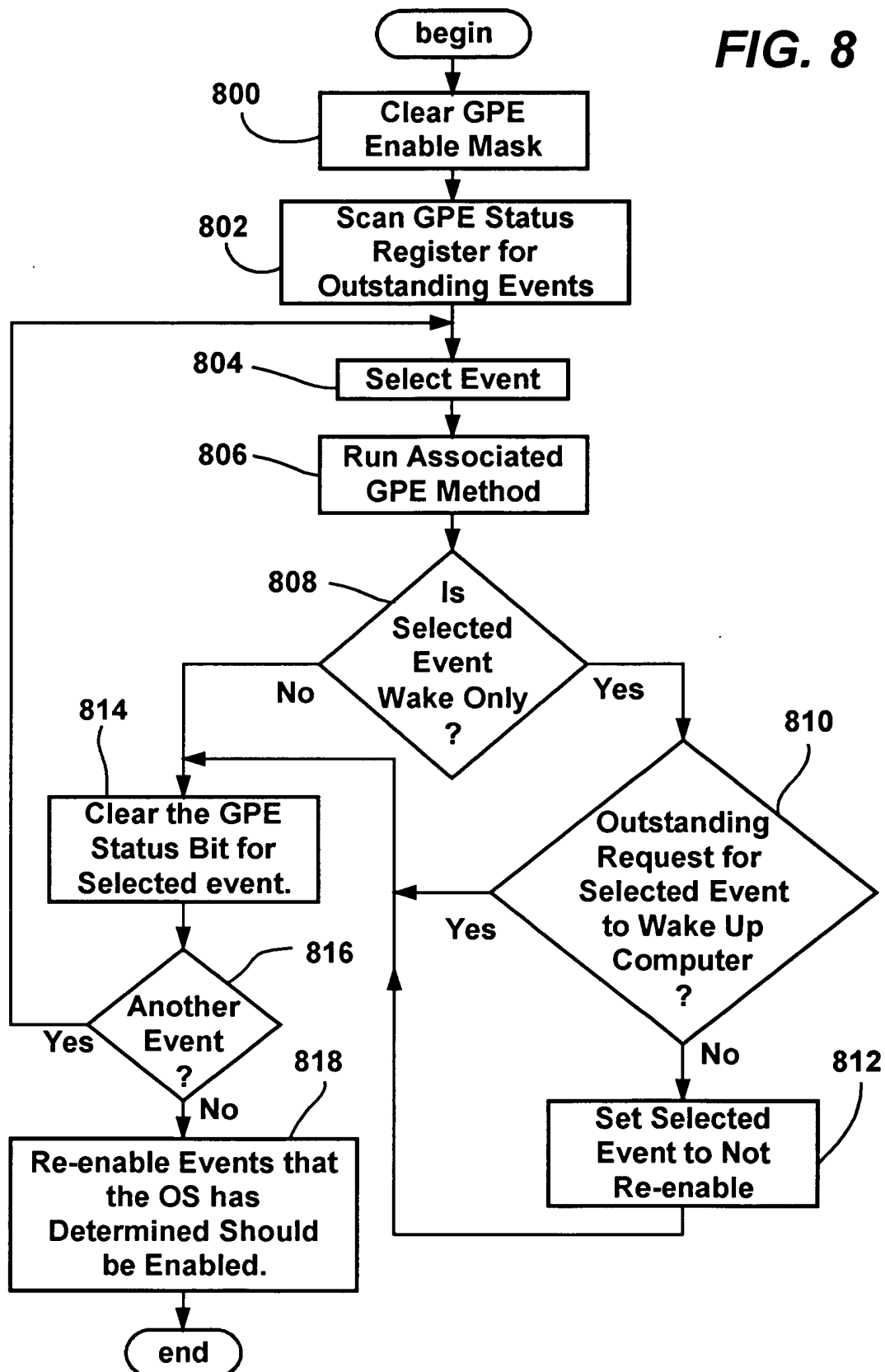


FIG. 9

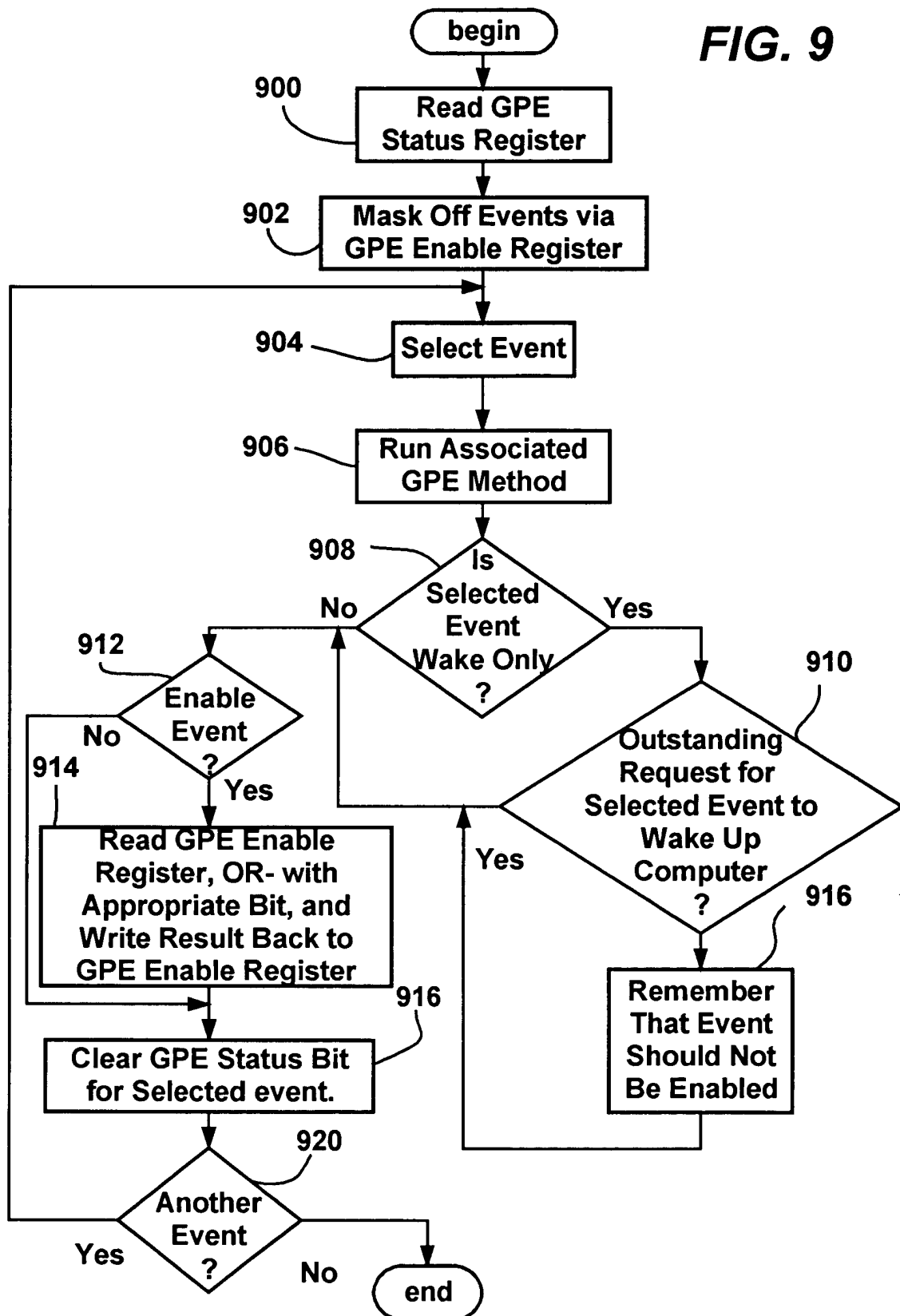


FIG. 10

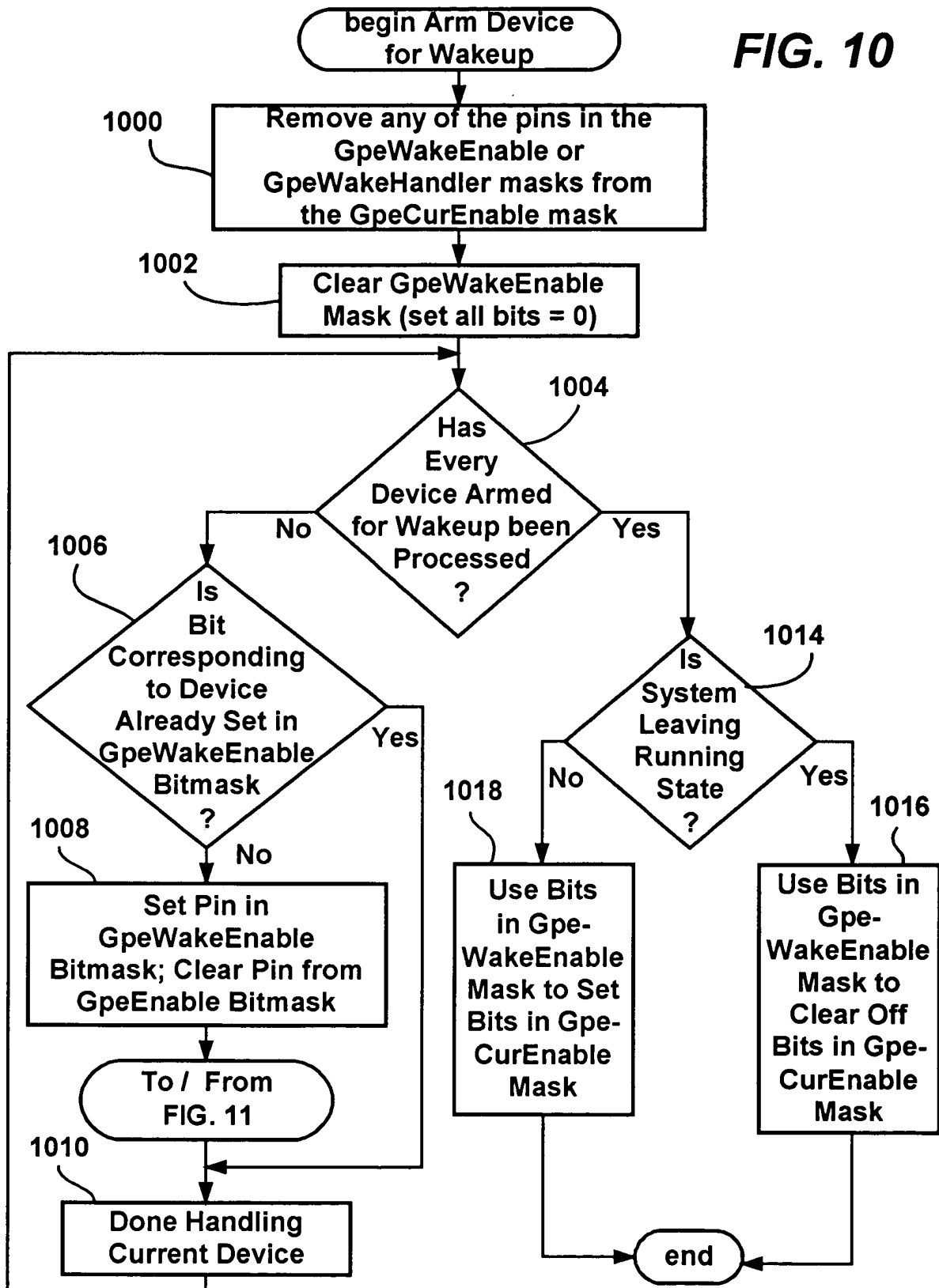


FIG. 11

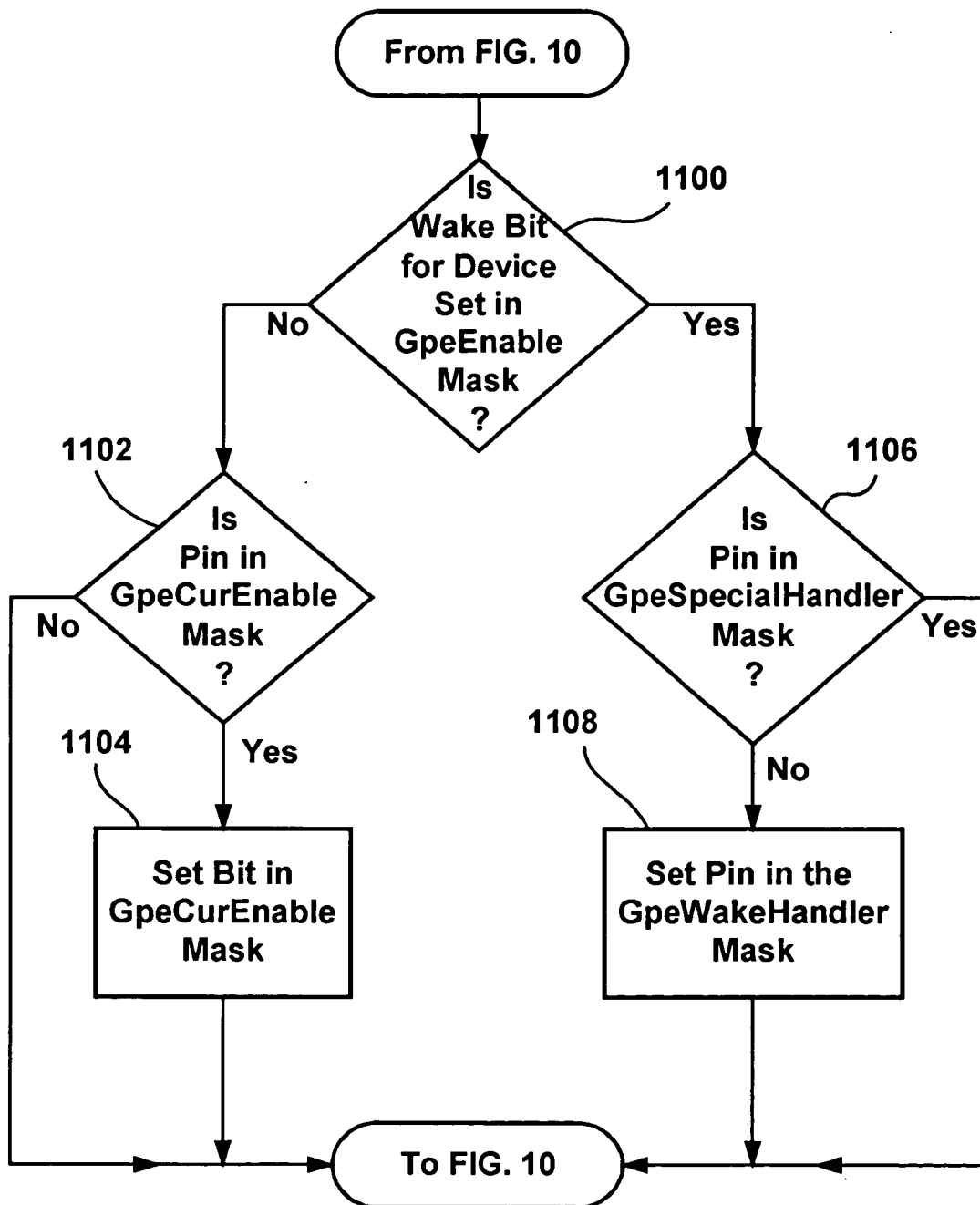


FIG. 12

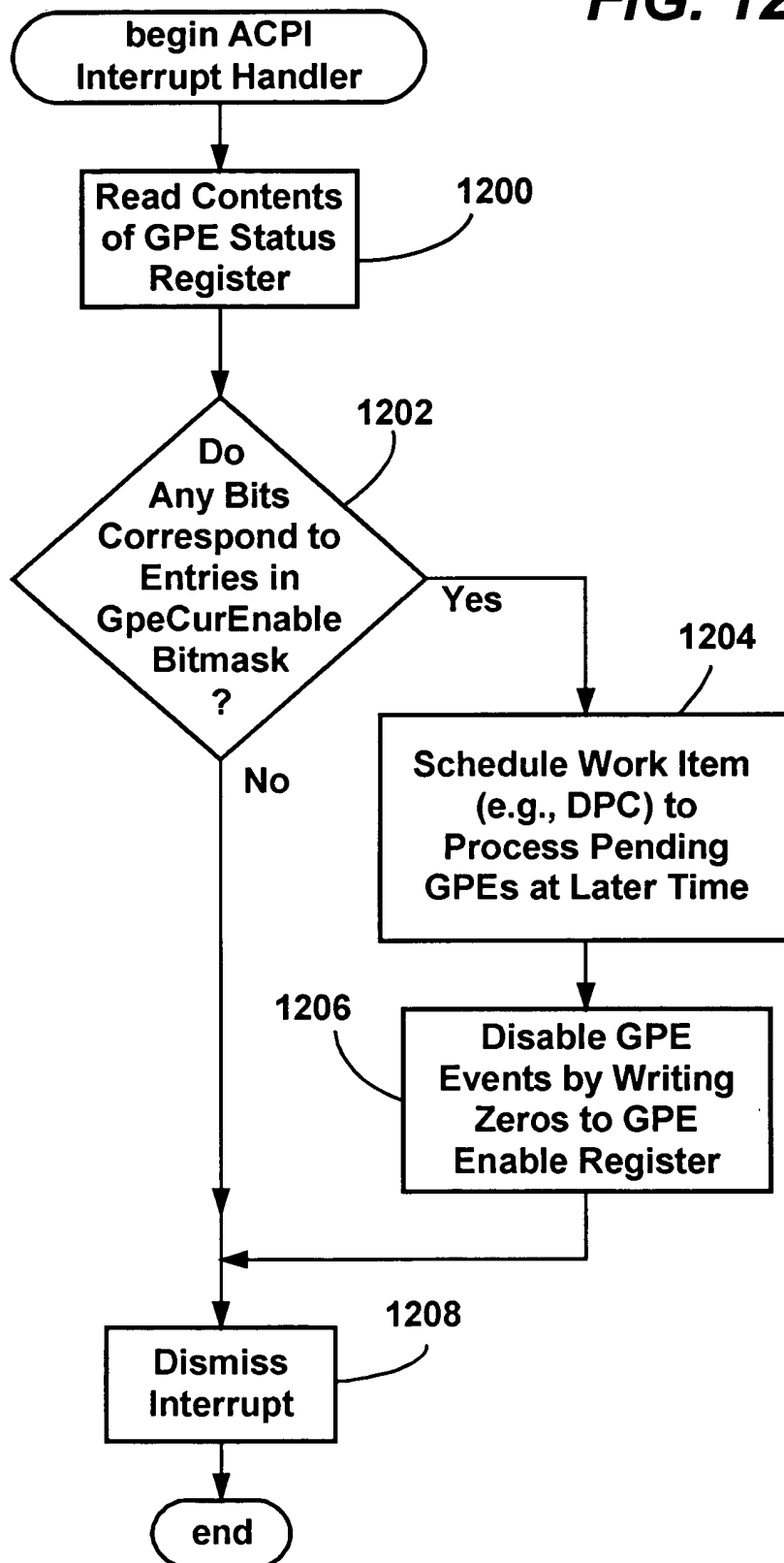


FIG. 13

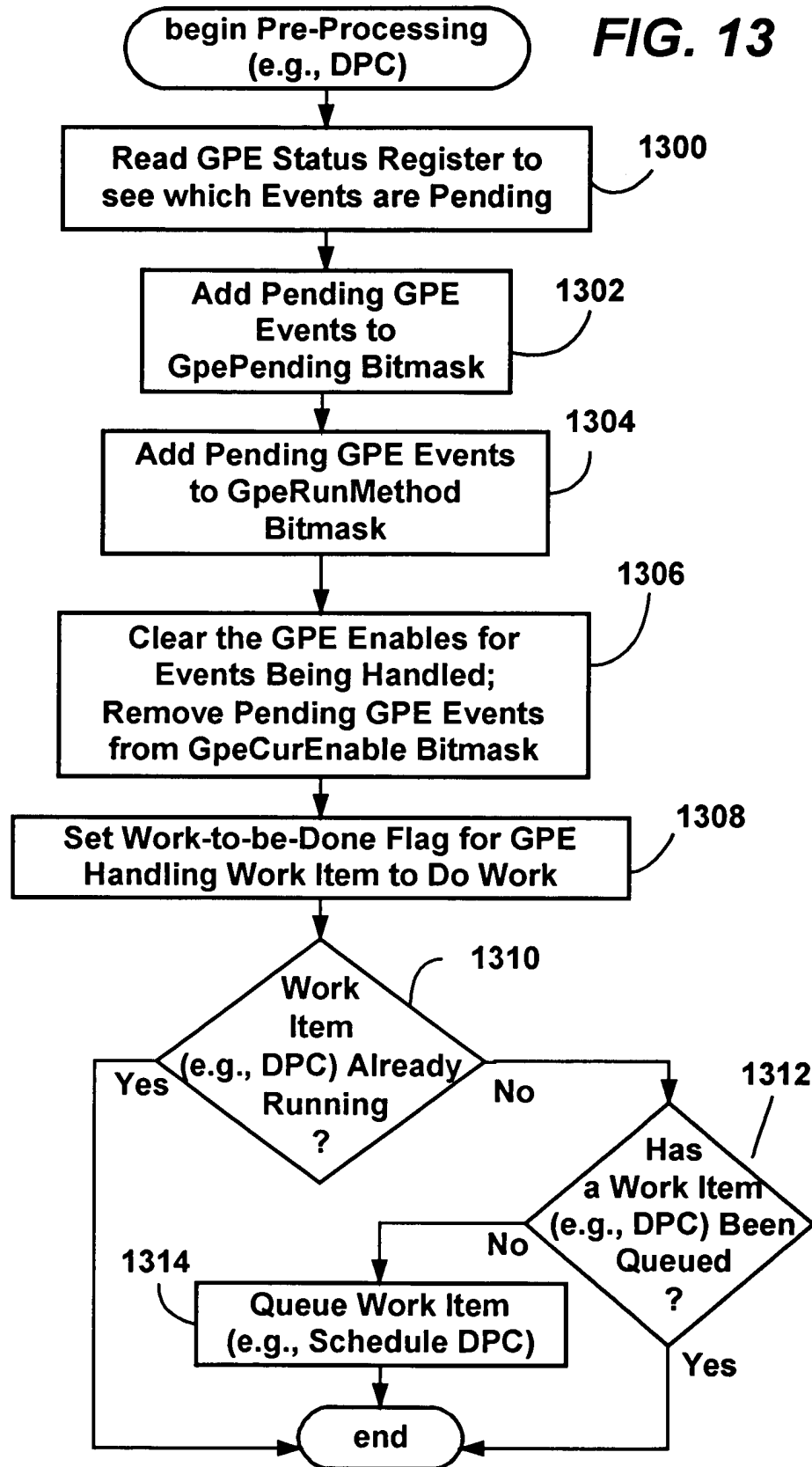


FIG. 14A

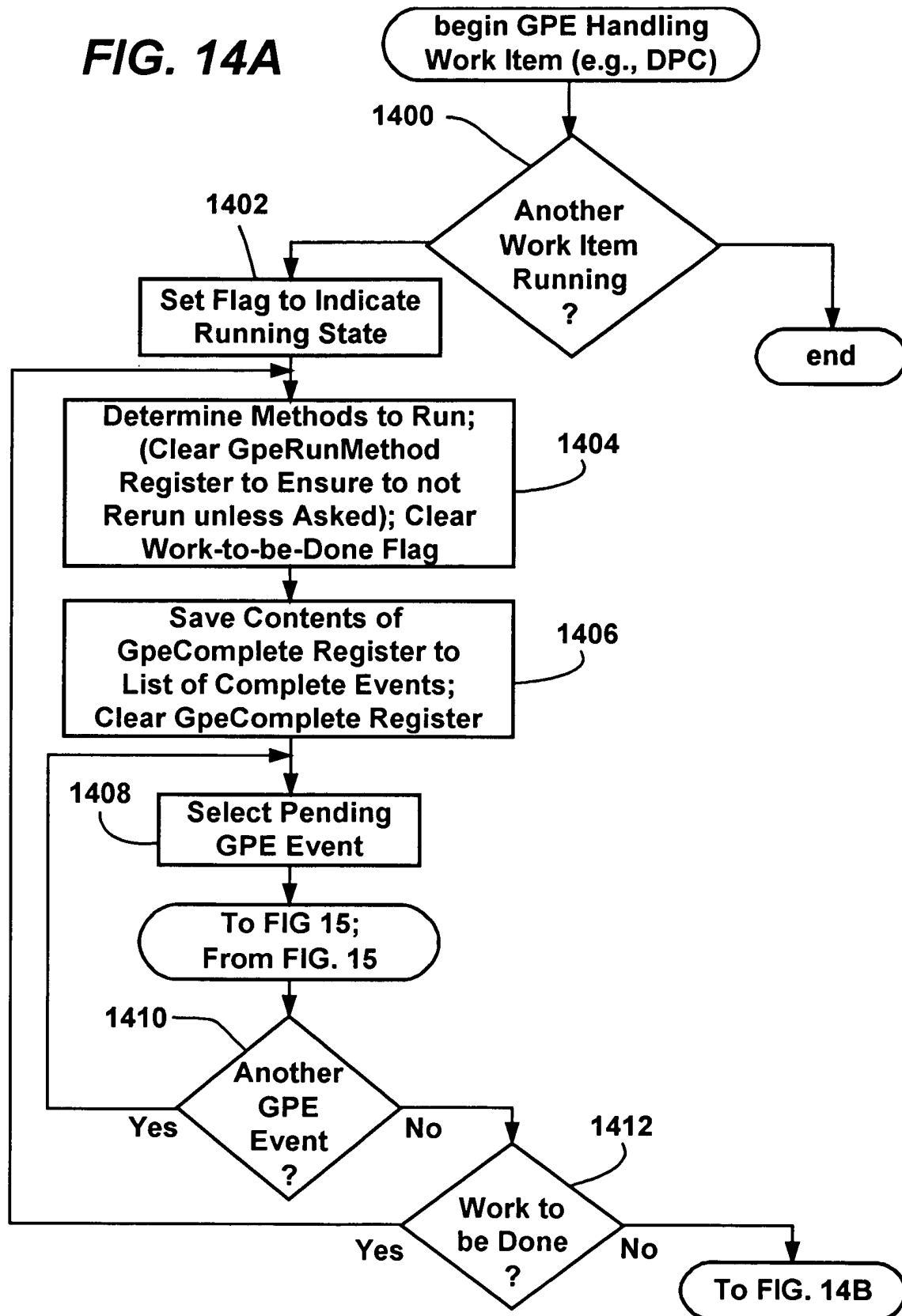
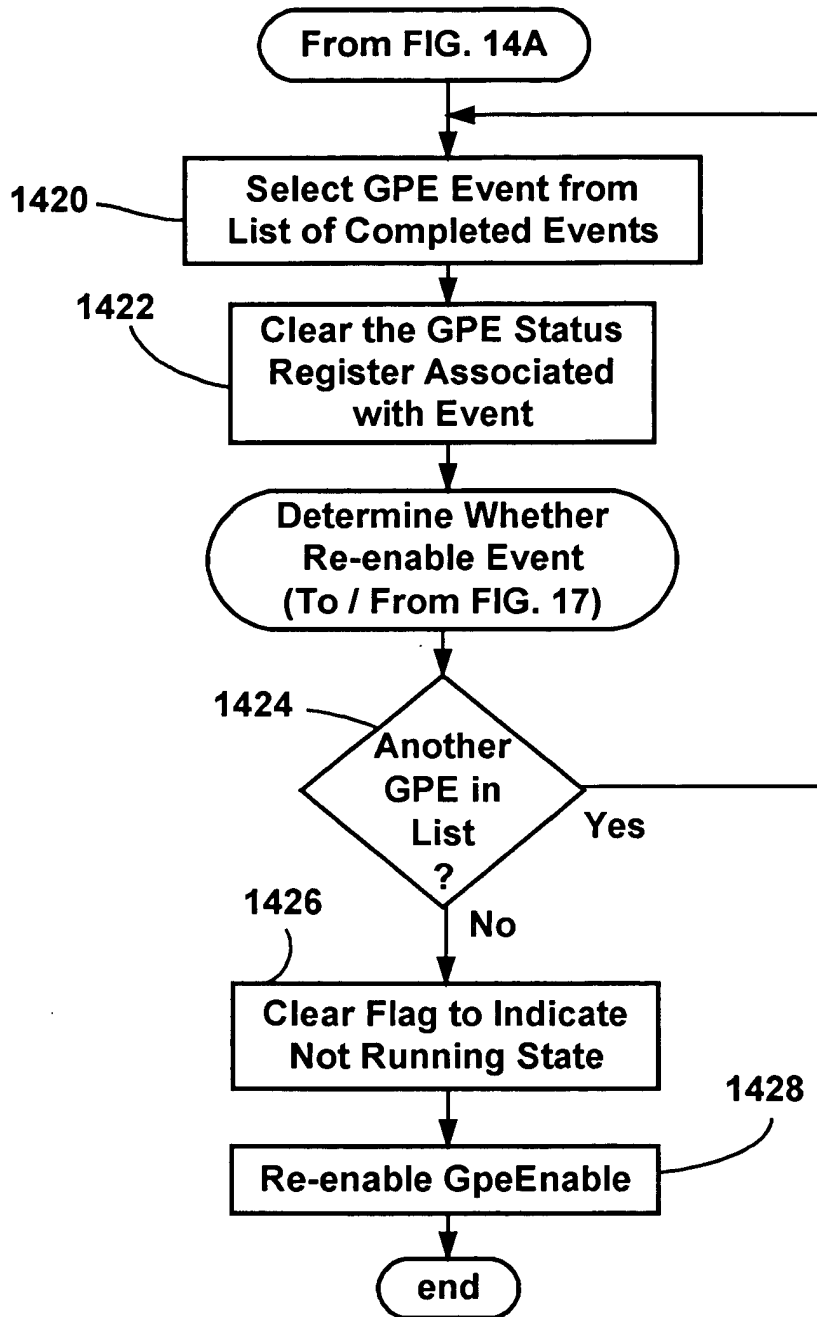


FIG. 14B



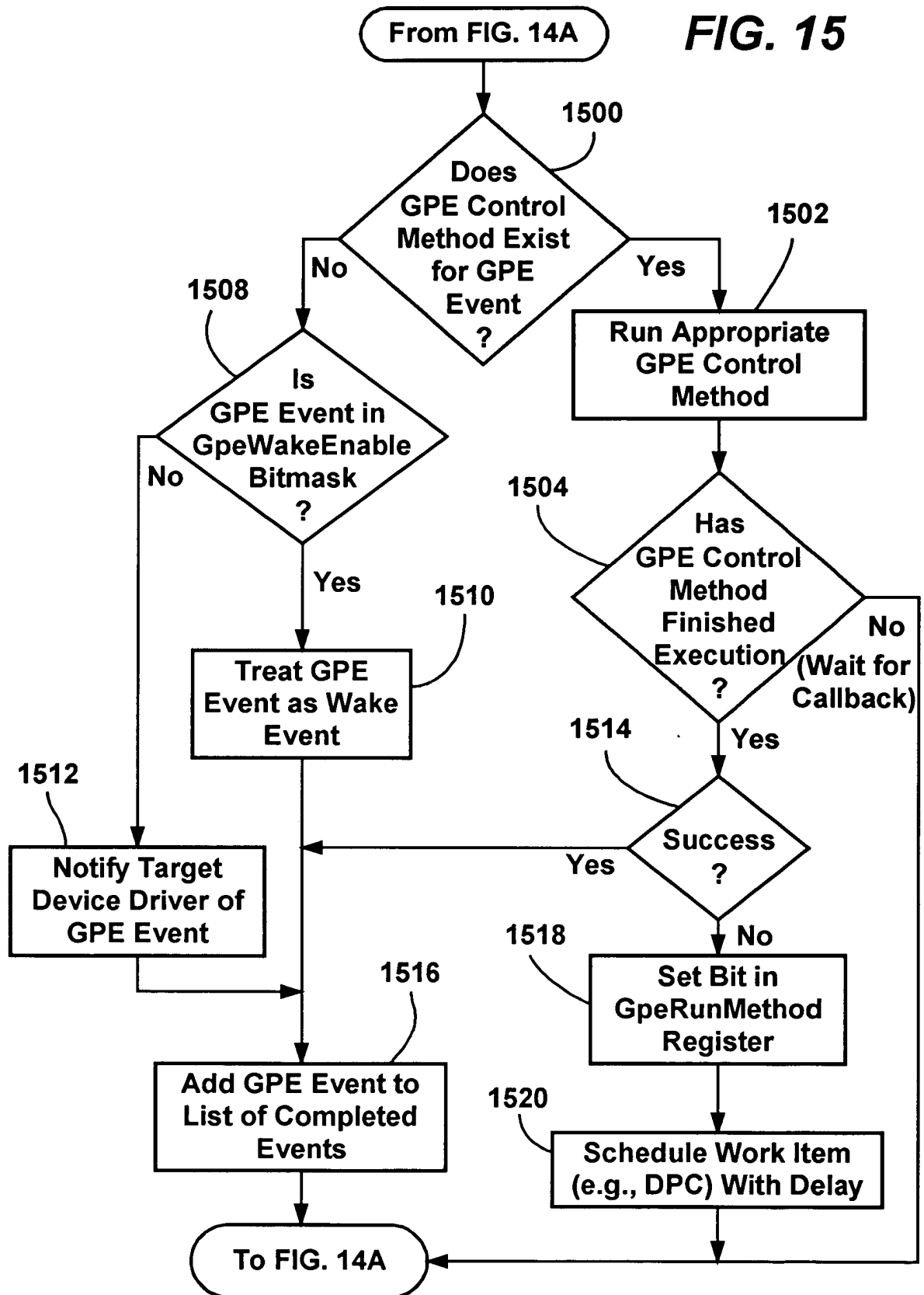
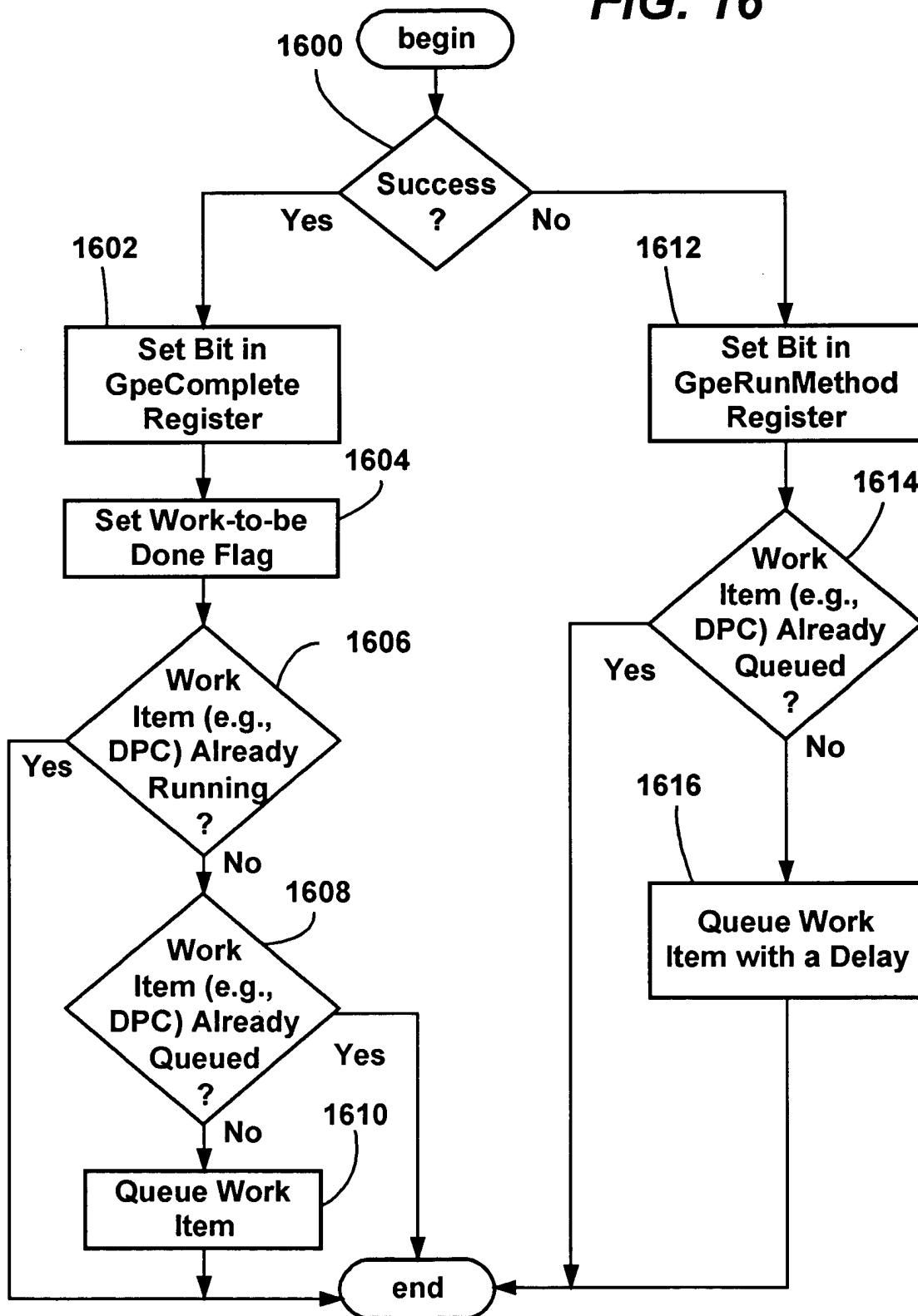


FIG. 16



000000-040000

FIG. 17

